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(71) Applicant
Erio Francis Hobbs
Windmill Hill, Alton, Hampshire,
United Kingdom

(72) Inventor
Erio Francis Hobbs

(74) Agent and/or Address for Service
Graham Jones & Company
77 Beaconsfield Road, Blackheath, London, SE3 7LG,
United Kingdom

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G09B 1/00

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G5G G17 G5B G5H G5J G5K

(56) Documents cited
GB 2230962 A GB 1318782 A US 4402613 A

(58) Field of search
UK CL (Edition K) A6H H2A2, G5G G10 G17
INT CL⁵ A63F, G09B

(54) Apparatus for facilitating learning

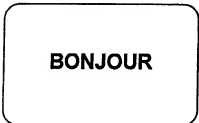
(57) Apparatus for facilitating learning, which apparatus comprises a plurality of cards A, B which are such that the cards have a first side 1 and a second side 2, each card has a first piece of information on one side and a second piece of information on the other side, the first and the second sides of each card being visually distinguishable from each other, and some of the cards being such that they have the first piece of information on the first side and the second piece of information on the other side, and some of the cards being such that they have the first piece of information on the second side and the second piece of information on the first side. The apparatus is especially useful for learning different languages but it may also be used for learning other subjects such as history and geography. The first and second pieces of information both relate to the learning subject.



CARD A - SIDE 1



CARD A - SIDE 2



CARD B - SIDE 1



CARD B - SIDE 2

Figure 1

EXAMPLE OF LANGUAGE GAME FRENCH / ENGLISH (COULD BE FRENCH / GERMAN OR ANY OTHER COMBINATION)

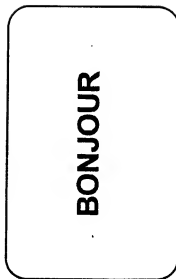
At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1990.

GB 2 257 286 A



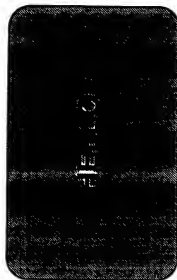
CARD A - SIDE 1



CARD B - SIDE 1



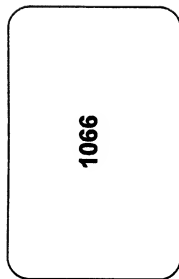
CARD A - SIDE 2



CARD B - SIDE 2

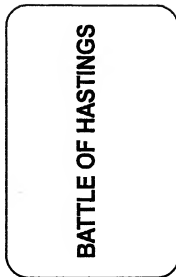
Figure 1

EXAMPLE OF LANGUAGE GAME FRENCH / ENGLISH (COULD BE FRENCH / GERMAN OR ANY OTHER COMBINATION)

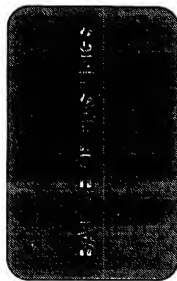


CARD A - SIDE 1

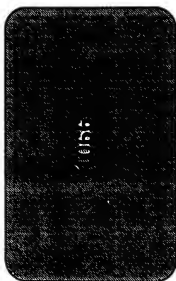
EXAMPLE OF
HISTORICAL TYPE
GAME



CARD B - SIDE 1



CARD A - SIDE 2



CARD B - SIDE 2

Figure 2

PADDYMELON

CARD A - SIDE 1

EXAMPLE OF
THESAURUS
TYPE GAME

Figure 3

ONE GALLON

CARD A - SIDE 1

EXAMPLE OF
WEIGHTS AND
MEASURES
TYPE GAME

Figure 4

CARD A - SIDE 2

CARD A - SIDE 2

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APPARATUS FOR FACILITATING LEARNING

This invention relates to apparatus for facilitating learning.

5 The learning of information such for example as languages, historical dates and geographical facts is notoriously difficult. It is an aim of the present invention to provide apparatus for facilitating such learning.

10 Accordingly, in one non-limiting embodiment of the invention, there is provided apparatus for facilitating learning, which apparatus comprises a plurality of cards which are such that:

- (a) the cards each have a first side and a second side;
- 15 (b) each card has a first piece of information on one side and a second piece of information on the other side, the first and the second pieces of information being such as to be related to each other, and being such as together to represent an improvement
20 in knowledge when learnt;
- (c) the first and the second sides of each card being visually distinguishable from each other; and

(d) some of the cards have the first piece of information on the first side and the second piece of information on the second side, and some of the cards have the first piece of information on the second side and the second piece of information on the first side.

5

The apparatus may be one in which the first piece of information is at least one word in a first language, and in which the second piece of information is at least one word of the same meaning but in a second language. Thus, for example, the apparatus of the invention may be used for learning French from English, German from English, English from French, English from German, French from Spanish, Spanish from German, and any other desired combination of two languages. Where the apparatus of the invention is to be used to learn languages such as Russian or Greek, then the first and second pieces of information may be letters of the alphabet.

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The apparatus of the invention may alternatively be one in which the first and the second pieces of information are related to the learning of history, geography, literature, music, weights and measures, or a better command of one language. Generally, the first and the second pieces of information can be related to the learning of any desired and appropriate subject.

25

The first and the second sides may be visually distinguishable from each other by virtue of the fact that the information on the first sides of the cards is differently coloured from the information on the second sides of the cards. The cards can then be such that the first and second sides have the same background colour, for example white.

Alternatively, the apparatus may be one in which the first and the second sides are visually distinguishable from each other by virtue of the fact that the first and the second sides of the cards have different background colours. The first and the second pieces of information can then be in the same colour on both sides of the cards if desired.

In a further alternative of the invention, the apparatus is one in which the first and the second sides are visually distinguishable by virtue of the fact that the information on the first sides of the cards is differently coloured from the information on the second sides of the cards, and by virtue of the fact that the first and the second sides of the cards have different background colours.

The information provided by the first and the second pieces of information may be words, letters, numbers, pictures or any combination thereof.

Usually, the apparatus will be one in which half of the cards have the first piece of information on the

first side and the second piece of information on the second side, and in which the other half of the cards has the first piece of information on the second side and the second piece of information on the first side. Other ratios may be employed for the information on each side of the cards.

The information may be easily provided on the cards by printing. Thus the cards may be easy and inexpensive to produce. Learning may be greatly facilitated and the learning can be conducted as part of a game. Players can use the emotional experience of being correct to learn faster.

Embodiments of the invention will now be described solely by way of example and with reference to the accompanying drawings in which:

Figure 1 shows both sides of two cards relating to the learning of English and French;

Figure 2 shows both sides of two cards relating to the learning of historical dates;

Figure 3 shows two sides of one card relating to the improvement of one's knowledge of a language; and

Figure 4 shows two sides of one card relating to weights and measures;

Referring to Figure 1, there are shown two cards, namely card A and card B, forming part of apparatus for facilitating learning. The cards each have a first side designated as side 1, and a second side designated as side 2.

Each card has a first piece of information on one side and a second piece of information on the other side. The first and the second pieces of information are the word "hello" in English and French. Thus these two words are related to each other. Together they represent an improvement in knowledge when they are learnt because then a person learning the two words knows the English and French words for "hello"

The first and the second sides of each cards are visually distinguishable from each other. More specifically, side 1 of each card has a plain background, whereas side 2 of each card has a lined background as shown.

The apparatus of the invention is such that some of the cards have the first piece of information (in Figure 1 the word HELLO) on the first side and the second piece of information (the word BONJOUR) on the second side. As can be seen from Figure 1, some of the cards have the first piece of information (the word HELLO) on the second side, and the second piece of information (the word BONJOUR) on the first side. Usually, the arrangement of the cards in

the apparatus of the invention will be such that 50% of the cards are as represented in the top part of Figure 1 and 50% of the cards are as represented in the bottom part of Figure 1.

5 Figure 2 is similar to Figure 1 except that the words have been replaced by a date and an event which took place on that date. Thus the card shown in Figure 2 can be used for learning historical facts.

10 Referring now to Figure 3, there are shown the two sides of one card (card A). The card can be used to play a thesaurus type of game to improve one's knowledge of the English language. In Figure 3, it will be seen that the sides 1 and 2 of card A have the same coloured background. In this case, the first piece of information
15 (that is paddymelon) is differently coloured from the second piece of information (that is baby kangaroo) in order that the first and the second pieces of information can be visually distinguishable.

20 Figure 4 is similar to Figure 3 in that only sides 1 and 2 of card A are shown. In Figure 4, it will be seen that the cards can be used for learning information about weights and measures.

 In order to further facilitate a good understanding of the present invention, reference will now

be made to the use of the cards as shown in Figure 1
in the playing of a game.

OBJECT OF GAME

5 Each card has a word with its translation on
the reverse side of the card and in a different colour.
The object of the game is to pair words in different
languages.

RULES

- 10 1. Shuffle the pack of cards ensuring that all
cards face the same way.
2. Place the pack of cards on a playing surface.
3. Each player takes a card in turn, placing the
card on the playing surface without looking at the reverse
side of the card.
- 15 4. When a player thinks that he or she has seen a
matching pair of cards, the player turns one card on top
of the other card that the player believes to be the correct
pair. If the player is correct, then the player takes the
pair of cards and has another turn. On this said other turn,
20 the player may make a further pair or the player may take
a card from the pack. If the player is wrong, the card is
shown to all the other players and then the card is replaced
on the bottom of the pack.
5. If a player notices two cards on the playing
25 surface which have not been paired, then that player may,

when it is his or her turn, pick up one card and place it on the other card believed to complete the matching pair. The subsequent action for a correct matching pair or for an incorrect pair is as stated at rule 4 above.

- 5 6. Normally, a player's turn ends when the player places a card on the table.

SCORING

10 Points are awarded in ascending order, starting with one point for the person who wins the least number of pairs of matched cards at the end of each round. Thus, the lowest number of pairs equals one point, the next lowest number of pairs equals two points, and so on depending upon the number of players.

15 Any player who wins more pairs than they did in the previous round scores one additional point.

EXAMPLE

Player	A	B	C	D
Round 1	4 (19)	2 (2)	3 (3)	1 (1)
Round 2	4 (15)	3+1(5)	2 (3)	1+1 (2)
20 Round 3	4 (10)	3+1(7)	1 (3)	2+1 (5)
Round 4	<u>3</u> (8)	<u>4+1</u> (10)	<u>2+1</u> (4)	<u>1</u> (3)
	<u>15</u>	<u>15</u>	<u>9</u>	<u>7</u>

Note : (1) After 4 rounds, there should be no advantage for better linguists.

(2) Pairs actually won in brackets - Total 25 pairs.

Players may record their scores for future reference.

5 It is to be appreciated that the embodiments of the invention described above with reference to the accompanying drawings have been given by way of example only and that modifications may be effected. Thus, for example, the apparatus may be used for facilitating the learning of other subjects than those illustrated so that, for example, the apparatus may be used for learning about
10 countries and capitals, or about film stars, or about horses and their trainers or owners.

The apparatus of the invention may be sold under the trade mark TURN AND LEARN.

15 Where different languages are employed, these languages may be indicated by the flag of the appropriate country.

CLAIMS

1. Apparatus for facilitating learning, which apparatus comprises a plurality of cards which are such that:

- (a) the cards each have a first side
and a second side;
- 5 (b) each card has a first piece of
information on one side and a second
piece of information on the other
side, the first and the second pieces
of information being such as to be
10 related to each other, and being such
as together to represent an improvement
in knowledge when learnt;
- (c) the first and the second sides of each
card being visually distinguishable
15 from each other; and
- (d) some of the cards have the first
piece of information on the first
side and the second piece of
information on the second side,
20 and some of the cards have the
first piece of information on the
second side and the second piece of
information on the first side.

2. Apparatus according to claim 1 in which the first piece of information is at least one word in a first language, and in which the second piece of information is at least one word of the same meaning but
5 in a second language.
3. Apparatus according to claim 1 in which the first and the second pieces of information are related to the learning of history, geography, literature, music, weights and measures, or a better command of one language.
- 10 4. Apparatus according to any one of the preceding claims in which the first and the second sides are visually distinguishable from each other by virtue of the fact that the information on the first sides of the cards is differently coloured from the information on the second
15 sides of the cards.
5. Apparatus according to any one of claims 1 to 3 in which the first and the second sides are visually distinguishable from each other by virtue of the fact that the first and the second sides of the cards have different
20 background colours.

6. Apparatus according to any one of claims 1 to 3 in which the first and the second sides are visually distinguishable by virtue of the fact that the information on the first sides of the cards is differently coloured from the information on the second sides of the cards, and by virtue of the fact that the first and the second sides of the cards have different background colours.

7. Apparatus according to any one of the preceding claims in which the first and the second pieces of information are words, letters, numbers, pictures or any combination thereof.

8. Apparatus according to any one of the preceding claims in which half of the cards have the first piece of information on the first side and the second piece of information on the second side, and in which the other half of the cards have the first piece of information on the second side and the second piece of information on the first side.

9. Apparatus according to any one of the preceding claims in which the information is provided on the cards by printing.

10. Apparatus for facilitating learning,
substantially as herein described with reference to the
accompanying drawings.

Patents Act 1977
Examiner's report to the Comptroller under
Section 17 (The Search Report)

- 14 - Application number

9114026.9

Relevant Technical fields

(i) UK Cl (Edition K) A6H (H2A2); G5G (G10,G17)

(ii) Int Cl (Edition 5) A63F; G09B

Search Examiner

R A H CASLING

Databases (see over)

(i) UK Patent Office

(ii)

Date of Search

30 JULY 1992

Documents considered relevant following a search in respect of claims

1 TO 10

Category (see over)	Identity of document and relevant passages	Relevant to claim(s)
X	GB 2230962 A (ROBINSON) see page 2 line 31 et seq	Claims 1,3,7,9 at least
X	GB 1318782 (TAYLOR) see page 1 line 37, line 65 and line 92 et seq	Claims 1, 7,9 at least
X	US 4402513 (HEAD) see column 1, lines 48-58 and column 2 lines 42-62	Claims 1, 3,7,9 at least

Category	Identity of document and relevant passages	Relevant to claim(s)

Categories of documents

X: Document indicating lack of novelty or of inventive step.

Y: Document indicating lack of inventive step if combined with one or more other documents of the same category.

A: Document indicating technological background and/or state of the art.

P: Document published on or after the declared priority date but before the filing date of the present application.

E: Patent document published on or after, but with priority date earlier than, the filing date of the present application.

&: Member of the same patent family, corresponding document.

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